

We claim:

1. A game, comprising:

a playing surface;

the playing surface having a top side and a bottom side;

the top side comprising at least one portion that can pass light; and

5 at least one light arranged, such that

light from the at least one light traverses through the at least one portion of the top side of the playing surface.

2. The game according to claim 1, further comprising:

a reflective surface below the playing surface.

3. The game according to claim 1, further comprising:

a reflective layer on the bottom side of the playing surface.

4. The game according to claim 1, wherein the playing surface comprises:

at least one conduit.

5. The game according to claim 4, wherein the at least one light transmits light along the at least one conduit.

6. The game according to claim 5, wherein light radiates out of at least one section of the at least one conduit.

7. The game according to claim 5, the at least one light further comprises at least one light transmitting element residing in the at least one conduit.

8. The game according to claim 1, wherein the at least one light is a plurality of lights.

9. The game according to claim 1, wherein the at least one light is mounted to a sidewall.

10. The game according to claim 1, wherein the at least one light source comprises:

at least one of a florescent light, an incandescent light, a halogen light, a light string, a lcd, a led, a laser, an electroluminescent light source, a  
5 chemical light source, a light tube, or a flexible light wire.

11. The game according to claim 1, further comprising:

at least a second light arranged in a portion of a sidewall residing above the playing surface.

12. The game according to claim 1, further comprising:

at least one representative player; and

the at least one representative player having at least one player light source.

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13. The game according to claim 12, further comprising:

at least one cross bar arranged to hold the at least one representative player above the playing surface; and

at least one power feed; such that

5 the at least one power feed runs through the at least one cross bar to the at least one player light source to supply power to the at least one player light source.

14. The game according to claim 12, wherein the at least one player light source comprises at least one of a florescent light, an incandescent light, a halogen light, a light string, a lcd, a led, a laser, an electroluminescent light source, a chemical light source, a light tube, or a flexible light wire.

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15. The game according to claim 1, further comprising:

at least one sidewall arranged above and around at least a part of the playing surface; and

the at least one sidewall capable of transmitting light.

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16. The game according to claim 1, wherein the playing surface provides at least one lighting effect.

17. The game according to claim 16, wherein the lighting effect is a prism effect.

18. The game according to claim 2, wherein at least one of the playing surface and the reflective surface provide at least one lighting effect.

19. A game comprising:

a playing surface;

the playing surface having at least one portion that can pass light; and

means for transmitting light, the means for transmitting light causing  
5 light to pass out through the at least one portion of the playing surface, such  
that

light radiating out of the at least one portion of the playing surface can  
be viewed from above the playing surface.

20. The game according to claim 19, wherein the means for  
transmitting light comprises:

at least one light source.

21. The game according to claim 20, wherein the at least one light  
source resides below the playing surface and the means for transmitting light  
further comprises a reflective surface below the at least one light source.

22. The game according to claim 21, the means for transmitting  
light further comprises at least one conduit in the playing surface, such that  
light from the at least one light source travels along the at least one conduit.

23. The game according to claim 21, the means for transmitting  
light further comprises at least one conduit in the playing surface, such that  
light from the at least one light source radiates out and travels along the at  
least one conduit.

24. The game according to claim 19, further comprising at least one sidewall arranged around and above the playing surface, the at least one sidewall capable of transmitting and radiating light.

25. The game according to claim 19, further comprising:  
  
at least one representative player; and  
  
at least one player light source in the at least one representative player.

26. The game according to claim 25, further comprising means for supplying power to the at least one player light source.

27. The game according to claim 26, wherein the means for supplying power includes at least one power feed arranged in a cross bar holding the at least one representative player.

28. A tabletop game, comprising:
- a playing surface;
  - at least one representative player residing above the playing surface;
  - and
- 5        at least one player light source illuminating at least a portion of the at least one representative player.

29. The tabletop game according to claim 28, further comprising:
- means for supplying power to the at least one player light source.

30. The tabletop game according to claim 29, wherein the means for supplying power includes at least one battery in the at least one representative player.

31. The tabletop game according to claim 29, wherein the means for supplying power includes at least one power feed.

32. The tabletop game according to claim 31, wherein the at least one power feed resides in at least one cross bar arranged to hold the at least one representative player above the playing surface.

33. The tabletop game according to claim 31, wherein the at least one power feed resides in at least one player track arranged to guide the at least one representative player on the playing surface.

34. The tabletop game according to claim 28, wherein at least one portion of the playing surface is capable of passing light.

35. The tabletop game according to claim 34, wherein the at least one portion of the playing surface is translucent or transparent.

36. The tabletop game according to claim 34, further comprising at least one playing surface light source arranged such that light is viewable from above the playing surface through the at least one portion of the playing surface.

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37. The tabletop game according to claim 36, wherein the at least one playing surface light source is arranged below the playing surface.

38. The tabletop game according to claim 36, wherein the at least one playing surface light source is arranged in the same plane as the playing surface.

40. The tabletop game according to claim 34, further comprising:  
a reflective surface below the playing surface.

41. The tabletop game according to claim 34, further comprising a reflective coating on a bottom of the playing surface.



42. A table top game, comprising:  
a playing surface;  
at least one sidewall about at least a portion of the playing surface; and  
at least one light source arranged, such that light from the at least one  
5 light source radiates from the at least one sidewall onto the playing surface.

43. The tabletop game according to claim 42, wherein the light from  
the at least one light source traverses a translucent portion of the at least one  
sidewall.

44. The tabletop game according to claim 42, wherein the playing  
10 surface comprises a light passing section such that light from the at least one  
light source traverses through the at least one portion of the playing surface.

45. The tabletop game according to claim 42, wherein the at least  
one light source is at least one of a florescent light, an incandescent light, a  
halogen light, a light string, a lcd, a led, a laser, an electroluminescent light  
15 source, a chemical light source, a light tube, or a flexible light wire.

46. The tabletop game according to claim 42, further comprising:  
at least one representative player; and  
the at least one representative player having at least one player light  
source.

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